Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method comprising:

receiving, from an eye interpretation engine, at least an interpretation of eyetracking data corresponding to a plurality of users that are presented with a base interface having a base set of features;

receiving external context data corresponding the interactions of the plurality of users with an application having the base interface, wherein the external context data is related to an operational state associated with a computing device running the application;

determining a user familiarity with the base interface; and

dynamically modifying a characteristic of a graphical user interface of the application based, at least in part, on the interpretation of the eyetracking data and the external context data by providing a simplified interface if a low level of familiarity is determined and by providing an enhanced set of features of a high level of familiarity is determined.

2. (Previously Presented) The method of claim 1 wherein dynamically modifying comprises one of: modifying, creating, destroying, removing, invoking and configuring.

3. (Previously Presented) The method of claim 1 wherein dynamically acting on a characteristic of the application based, at least in part, on the interpretation of the eyetracking data comprises:

determining from the interpretation of the eyetracking data at least a portion of an interface that has not been viewed by one or more of the plurality of users;

modifying a format of the portion of the interface that has not been viewed by one or more of the plurality of users.

4. (Currently Amended) A method comprising:

receiving, from an eye interpretation engine, at least an interpretation of eyetracking data corresponding to a plurality of users that are presented with a base interface having a base set of features;

receiving external context data corresponding the interactions of the plurality of users with an application having the base interface, wherein the external context data is related to an operational state associated with a computing device running the application;

determining one or more areas that were skipped, skimmed and/or reread based on aggregated eyetracking data corresponding to the plurality of users;

dynamically modifying ~~acting on~~ a graphical output of the application displayed on an output device based, at least in part, on the interpretation of the eyetracking data and the external context data to compensate for the determined skipping, skimming and/or rereading.

5. (Original) The method of claim 4 wherein acting on comprises one of: modifying, creating, destroying, removing, invoking and configuring.

6. (Previously Presented) The method of claim 4 wherein dynamically acting on the output of the application based, at least in part, on the interpretation of the eyetracking data comprises:

determining from the interpretation of the eyetracking data at least a portion of content that has not been viewed by one or more of the plurality of users;

modifying a format of the portion of content that has not been viewed by one or more of the plurality of users.

7-8. (Canceled)

9. (Currently Amended) An article comprising a ~~tangible~~ non-transitory computer-readable medium having stored thereon instructions that, when executed, cause one or more processors to:

receive, from an eye interpretation engine, at least an interpretation of eyetracking data corresponding to a plurality of users that are presented with a base interface having a base set of features;

receive external context data corresponding the interactions of the plurality of users with an application having the base interface, wherein the external context data is

related to an operational state associated with a computing device running the application;

determine a user familiarity with the base interface; and

dynamically modify a characteristic of a graphical user interface of the application based, at least in part, on the interpretation of the eyetracking data and the external context data by providing a simplified interface if a low level of familiarity is determined and by providing an enhanced set of features of a high level of familiarity is determined.

10. (Previously Presented) The article of claim 9 wherein dynamically modifying comprises one of: modifying, creating, destroying, removing, invoking and configuring.

11. (Previously Presented) The article of claim 9 wherein the instructions that cause the one or more processors to dynamically act on a characteristic of the application based, at least in part, on the interpretation of the eyetracking data comprise instructions that, when executed cause the one or more processors to:

determine from the interpretation of the eyetracking data at least a portion of content that has not been viewed by one or more of the plurality of users;

modify a format of the portion of the interface that has not been viewed by one or more of the plurality of users.

12. (Currently Amended) An article comprising a non-transitory computer-readable medium having stored thereon instructions that, when executed, cause one or more processors to:

receive, from an eye interpretation engine, at least an interpretation of eyetracking data corresponding to a plurality of users that are presented with a base interface having a base set of features;

receive external context data corresponding the interactions of the plurality of users with an application having the base interface, wherein the external context data is related to an operational state associated with a computing device running the application;

determine one or more areas that were skipped, skimmed and/or reread based on aggregated eyetracking data corresponding to the plurality of users;

dynamically modify a graphical [[an]] output of the application displayed on an output device based, at least in part, on the interpretation of the eyetracking data and the external context data to compensate for the determined skipping, skimming and/or rereading.

13. (Previously Presented) The article of claim 12 wherein dynamically modify comprises one of: modifying, creating, destroying, removing, invoking and configuring.

14. (Previously Presented) The article of claim 12 wherein the instructions that cause the one or more processors to dynamically act on a characteristic of the

application based, at least in part, on the interpretation of the eyetracking data comprise instructions that, when executed cause the one or more processors to:

determine from the interpretation of the eyetracking data at least a portion of content that has not been viewed by one or more of the plurality of users;

modify a format of the portion of the interface that has not been viewed by one or more of the plurality of users.

15. (Currently Amended) An article comprising a non-transitory computer-readable medium having stored thereon instructions that, when executed, cause one or more processors to:

receive, from an eye interpretation engine, at least an interpretation of eyetracking data corresponding to a plurality of users;

receive external context data corresponding the at least interactions of the plurality of users with an application, wherein the external context data is related to an operational state associated with a computing device running the application; and

dynamically modify a graphical user interface the application based, at least in part, on the interpretation of the eyetracking data and the external context data.

16. (Previously Presented) The article of claim 15 wherein dynamically modify comprises one of: invoking, selecting, closing, creating and configuring.

17. (Previously Presented) The method of claim 1 wherein the external context data comprise one or more of: system information, location and/or z-order of

windows and/or objects, Document Object Model (DOM) of a Web page or application being viewed, current application process state and/or visual state, task models, cognitive models describing the mental or physical steps or states required.

18. (Previously Presented) The method of claim 4 wherein the external context data comprise one or more of: system information, location and/or z-order of windows and/or objects, Document Object Model (DOM) of a Web page or application being viewed, current application process state and/or visual state, task models, cognitive models describing the mental or physical steps or states required.

19. (Canceled)

20. (Previously Presented) The article of claim 9 wherein the external context data comprise one or more of: system information, location and/or z-order of windows and/or objects, Document Object Model (DOM) of a Web page or application being viewed, current application process state and/or visual state, task models, cognitive models describing the mental or physical steps or states required.

21. (Previously Presented) The article of claim 12 wherein the external context data comprise one or more of: system information, location and/or z-order of windows and/or objects, Document Object Model (DOM) of a Web page or application being viewed, current application process state and/or visual state, task models, cognitive models describing the mental or physical steps or states required.

22. (Previously Presented) The article of claim 15 wherein the external context data comprise one or more of: system information, location and/or z-order of windows and/or objects, Document Object Model (DOM) of a Web page or application being viewed, current application process state and/or visual state, task models, cognitive models describing the mental or physical steps or states required.